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F1™

Challenge



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-GAMEFAN**



**F1CA**

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.



**WARNING:**  
**READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

**EPILEPSY WARNING:**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:** STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS. REFER TO YOUR PROJECTION TV INSTRUCTION MANUAL FOR MORE DETAILS.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

**HANDLING YOUR SEGA SATURN DISC**

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



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# ***Introduction***

Preparation: Make the adjustments that will help you win the race. Go with 140 liters of gas. That will lighten the car some. For better control when making the turns, raise the wings a bit. Not too much, though—you're a good driver who can handle even difficult curves. You'll be using the high grip tires anyway, so there's no need to worry about slipping. Time to go out on the track for the start of your first Formula-1 race at Hockenheim.

Racing: The pedal's floored. There go the green lights. As the engine screams at over 6,000 rpm, you begin to pass a few of the slower cars. It's a great day for a race, but you don't really have time to enjoy the weather. You're focused on the road ahead, and the eight laps which stand between you and the championship.

Winning: You're on the final lap, seconds away from the finish line. But you've got company, and he's been there all day, trading off first place with you. You hit the infamous hairpin turn with him on your right. Letting off the accelerator just briefly, you push the pedal to the floor when coming out of the turn. Perfect execution. He's not so lucky, and falls behind. The checkered flag waves as you cross the finish line. Victory is yours!





# Setting Up

1. Set up your Sega Saturn system and plug the Control Pad into CONTROL PORT #1.
2. With the power switch OFF, insert the *F1 Challenge*™ disc into the disc tray.
3. Turn on your TV or monitor, and then turn on the Sega Saturn system.
4. After the Sega, Sega Sports, and Formula-1 World Championship logos, the *F1 Challenge* game intro begins. Watch Jean Alesi's Ferrari tear up the road.
5. After the intro, the game title screen appears. You can press **Start** during the intro to bring up the title screen. Press **Start**.
6. From the *Mode Select* screen, select one of the racing modes or access the *Options* screen. Press the **Confirm Button** to make your selection. See the *Gameplay Modes and Options* descriptions starting on page 6 for more details.

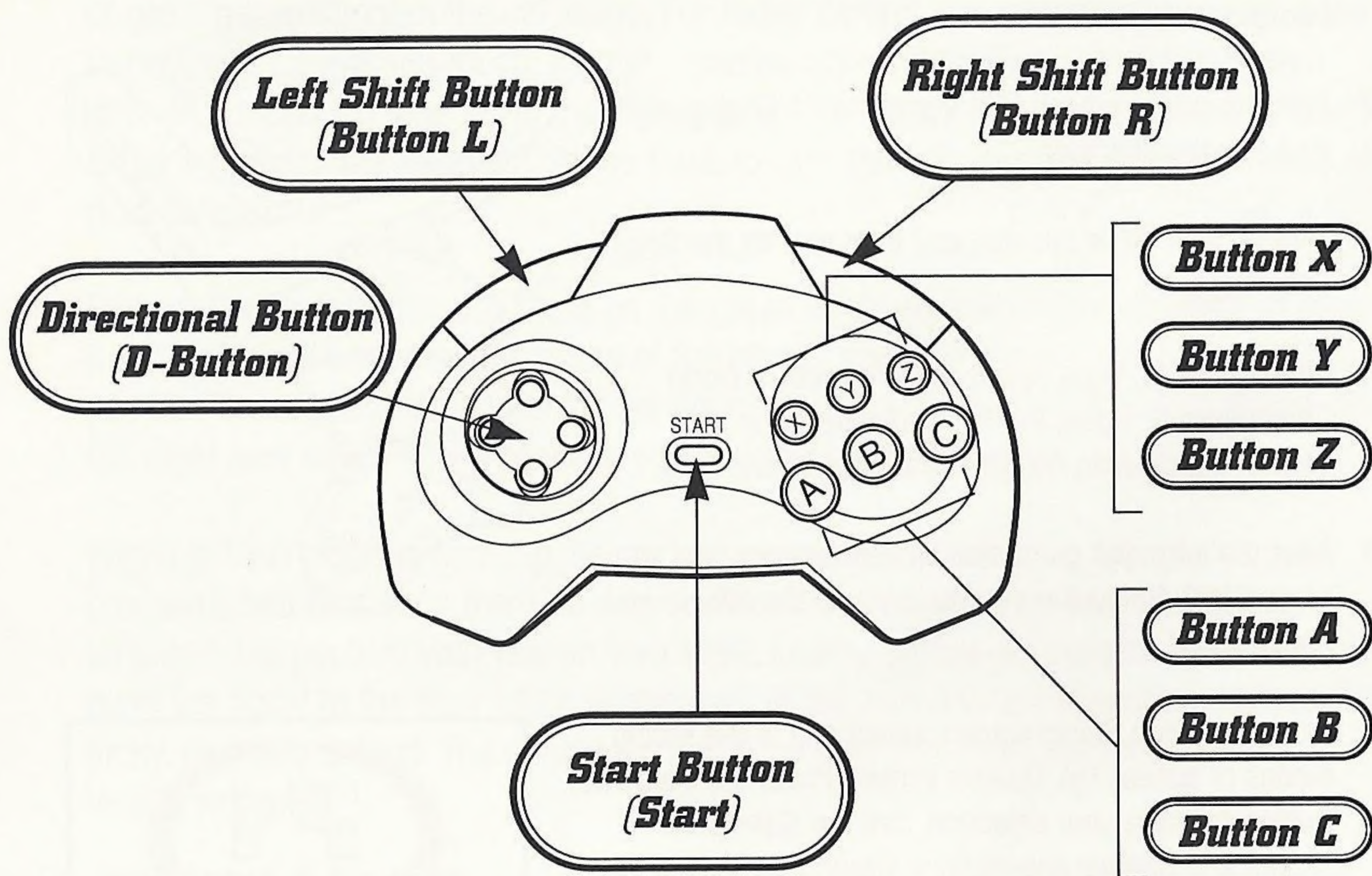
If nothing happens on screen when you start up, turn the power switch to OFF. Check your Sega Saturn system. Make sure the disc is properly inserted in the console. Turn the power switch ON again.

Always turn the power switch OFF when you are inserting or removing the disc.





# Gameplay Controls

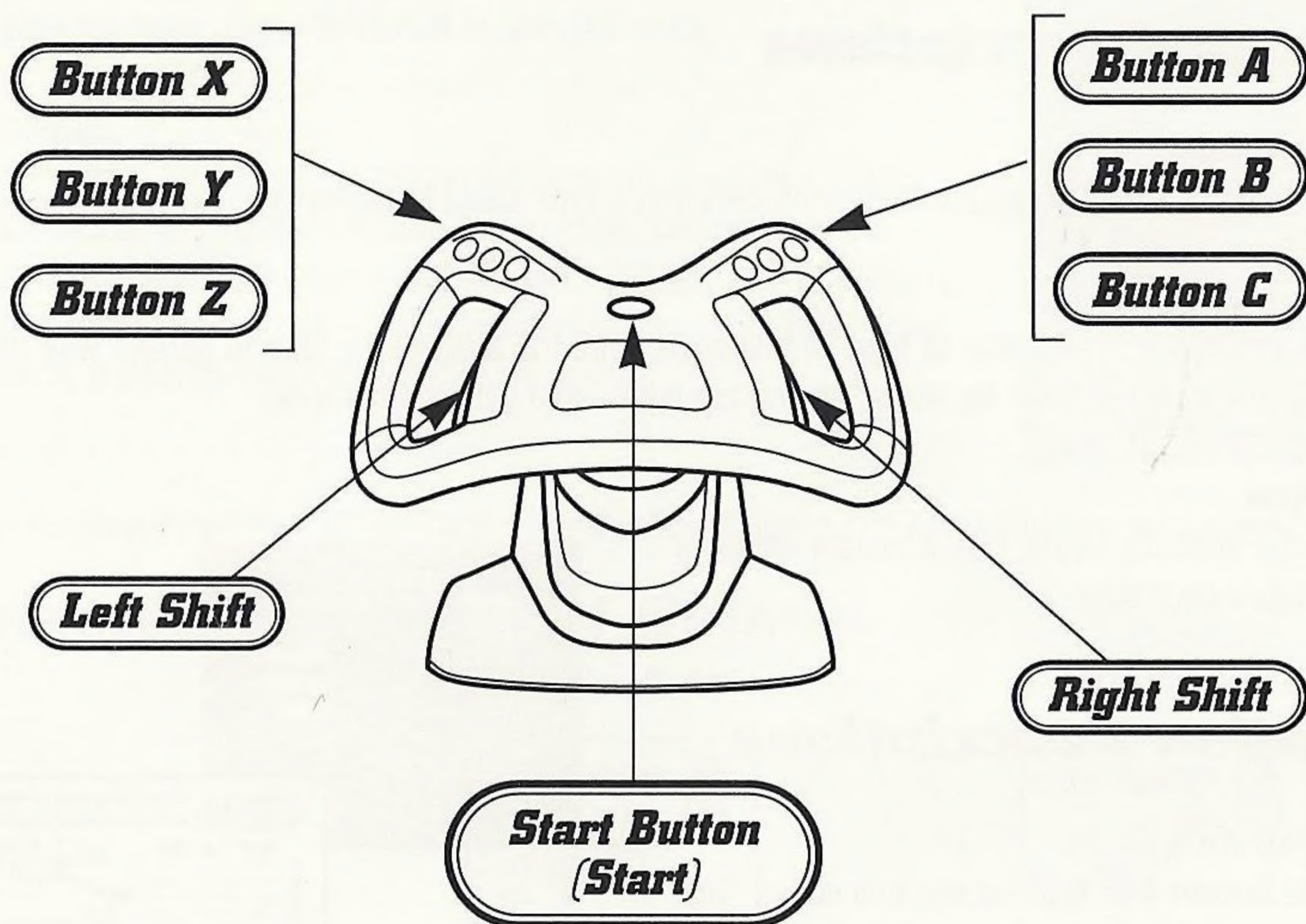


## Sega Saturn Control Pad

CONTROL	FUNCTION	DURING PLAY
Start*	Makes selections	Pauses game; resumes play
D-Button	Moves highlighter	Steers car
Button A*	Makes selections	Makes car brake
Button B	Returns to previous screen	Makes car accelerate
Button C*	Makes selections	Makes car brake
Button X	No Function	Changes game screen view
Button Y	No Function	See <b>Rear Mirror</b> , page 9
Button Z	No Function	Changes game screen view
Button L	No Function	Shift down
Button R	No Function	Shift up

\* In this manual, **Start** and **Buttons A** and **C** are referred to as the "Confirm Button." The button functions listed are the default settings. To change the button functions see **Key Config.**, page 7.





## Sega Saturn Arcade Racer

CONTROL	FUNCTION	DURING PLAY
Start*	Makes selections	Pauses game; resumes play
Steering Wheel	Moves highlighter left/right	Steers car
Left/Right Shift	Moves highlighter up/down	Shifts gear down/up
Button A*	Makes selections	Makes car brake
Button B	Returns to previous screen	Makes car accelerate
Button C*	Makes selections	Makes car brake
Button X	No Function	Changes game screen view
Button Y	No Function	See <b>Rear Mirror</b> , page 9
Button Z	No Function	Changes game screen view

\* In this manual, **Start** and **Buttons A** and **C** are referred to as the "Confirm Button."  
The button functions listed are the default settings. To change the button functions see **Key Config.**, page 7.



# Gameplay Modes & Options

## Mode Descriptions

### Arcade Mode

6 courses in all! 23 computer-controlled cars and 8 laps stand between you and victory.

### Time Attack

Step into your car and race as long as you want. Take the opportunity here to perfect your driving and lower your lap time. No rivals, and no lap limit—just you and the road.

### Options

Change difficulty levels, check fastest times, or configure controller.

## Option Descriptions

### Record Time

Press **Button A** or **C** to access this option. The top 5 times for *Arcade Mode* are listed at the top, and the top 5 times with Split Times for *Time Attack* are displayed at the bottom. Press the **D-Button** LEFT or RIGHT to select another course. When finished, press the **Confirm Button** or **Button B** to return to the *Options* screen.

### Difficulty

Select the difficulty level of the game. Press the **D-Button** LEFT or RIGHT to select EASY, NORMAL or HARD.

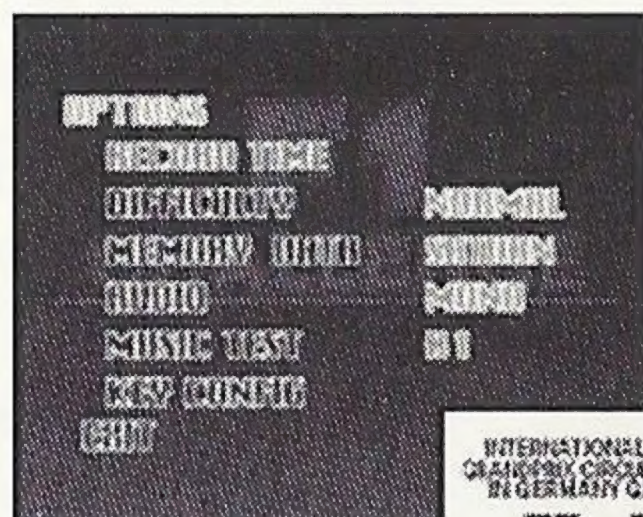
### Memory Data

You can save the Record Time data on the internal RAM of the Sega Saturn or on the Sega Saturn Backup (sold separately). Before play, press **Button A** or **C** to access this feature. Select SATURN to select the internal RAM, or CARTRIDGE to select the Backup. The data appears on-screen automatically when you access the *Record Time* option.

**Important:** Inserting the Sega Saturn Backup into the Sega Saturn while the power is on can result in damage to the Backup. Be sure to insert the Backup cartridge into the Sega Saturn before the Sega Saturn is turned on.

### Audio

Choose either stereo (STEREO) or monaural (MONO) sound. Press the **D-Button** LEFT or RIGHT to select.



INTERNATIONAL GRANDPRIX CIRCUIT IN GERMANY GP HOCKENHEIM				
	TIME	TS	TS	TIME
1	00:00:00.00	00:00:00.00	00:00:00.00	00:00:00.00
2	00:00:00.00	00:00:00.00	00:00:00.00	00:00:00.00
3	00:00:00.00	00:00:00.00	00:00:00.00	00:00:00.00
4	00:00:00.00	00:00:00.00	00:00:00.00	00:00:00.00
5	00:00:00.00	00:00:00.00	00:00:00.00	00:00:00.00



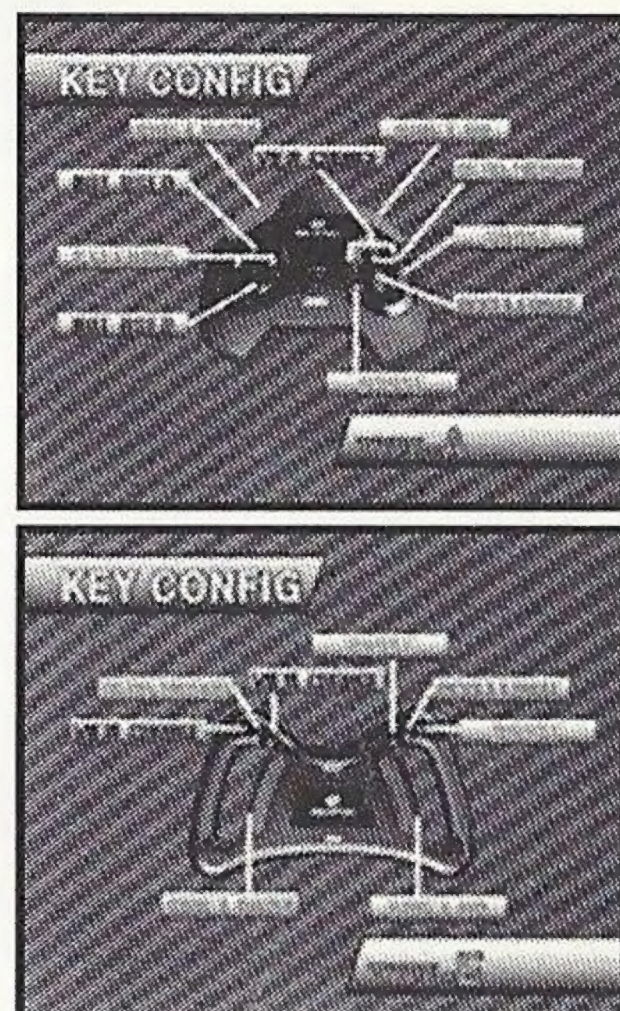


## Music Test

Play any of the background music tracks of this game. Press the **D-Button** LEFT or RIGHT to highlight a track number, and **Button A** or **C** to play the track. Press **Button B** to stop the track.

## Key Config.

Use this option to change the button functions on your Sega Saturn Control Pad or Sega Saturn Arcade Racer. Press **Button A** or **C** to access this option, and press the **D-Button** LEFT or RIGHT to bring up the next configuration. After you have selected a configuration, press **Button A, B** or **C** to return to the *Options* screen.



## Exit

When finished, highlight EXIT and press the **Confirm Button**. The *Mode Select* screen appears.

# Selecting Modes and Options

## Arcade Mode

## Time Attack

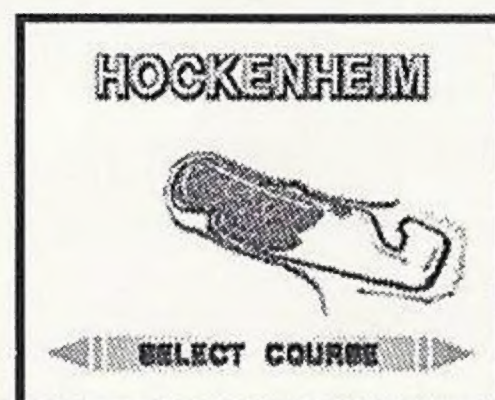
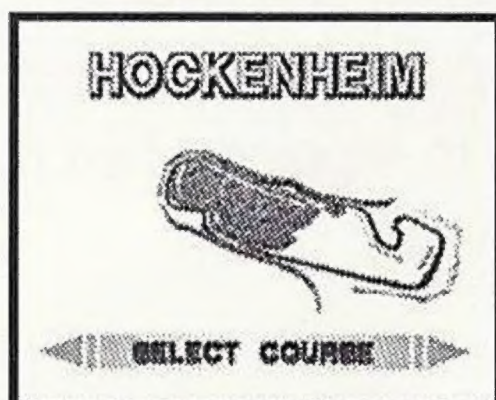
### Select Car



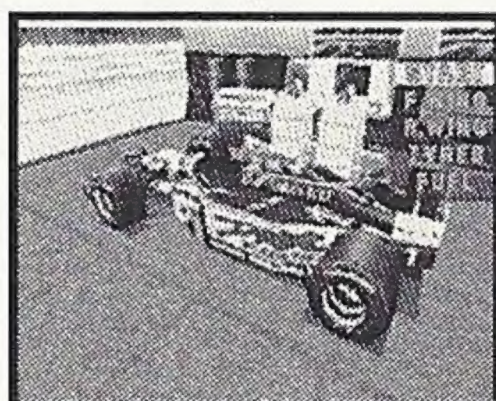
### Transmission Type



### Select Course



### Car Customization



**THE RACE IS ON**

(See page 9 for more game features.)

When you are finished practicing in the *Time Attack* mode, press **Start** to bring up the *Pause* window (see Early Retirement, page 10). After you retire from the race, the *Time Attack Result* screen appears. Your top 10 Lap Times and their Split Times are listed. Press **Button A** or **C** to return to the *Select Course* screen.



# Selection Screens

## Select Car

Choose the machine which will lead you to victory! Press the **D-Button** LEFT or RIGHT to move to the next car and driver. Choose from 5 authentic Formula-1 teams. Press the **Confirm Button** to select.



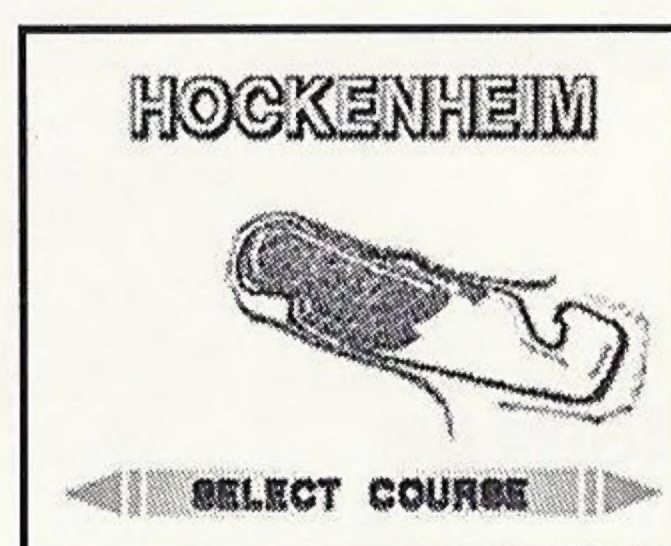
## Transmission Type

Select either an automatic or manual transmission. Press the **D-Button** UP or DOWN and press the **Confirm Button** to select.



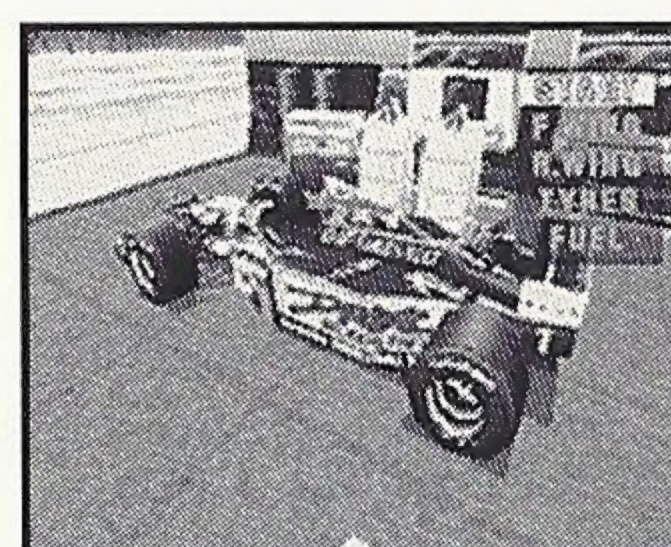
## Select Course

Now it's time to choose the battleground. Choose a course as you would your machine. **Note:** Press **Button B** at any time before selecting the course to return to the *Select Car* screen, if desired.



## Car Customization

Stylize your car and create a dream machine. Press the **D-Button** UP or DOWN to highlight and the **Confirm Button** to access any of the features listed on the next page. Press the **D-Button** UP or DOWN to change the setting. Press the **Confirm Button** when finished to return to the *Car Customization* screen. If you press **Button B**, you return to the *Car Customization* screen with the default setting.



## F. Wing (Front Wing)

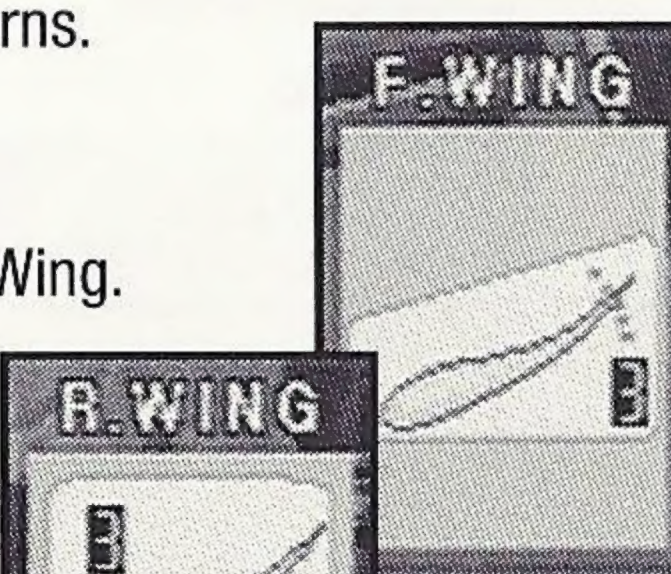
Position your Front Wing through this option. There are 5 settings available. If you select a setting of 5, when you turn corners your car slips only slightly. However, car acceleration is slowed and highest speed attainable is lowered. If a setting of 1 is chosen, acceleration is faster and top speed is higher, but your car is susceptible to slipping when making turns.

## R. Wing (Rear Wing)

This feature is similar to F. Wing. Make the setting as you would for F. Wing.

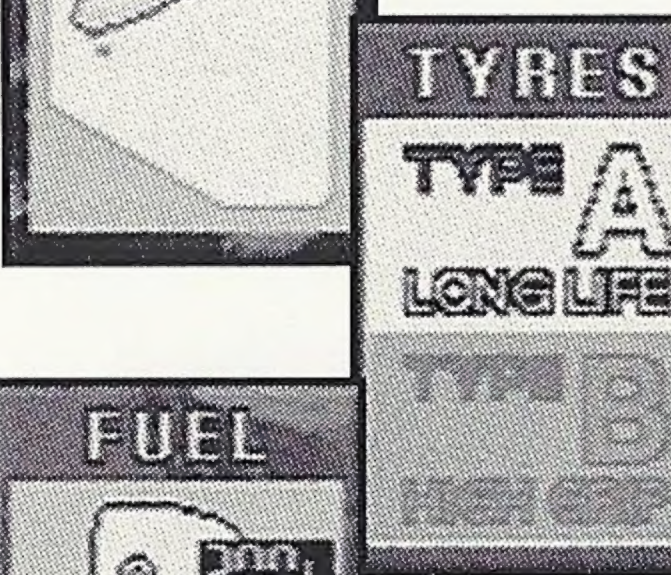
## Tires

Select the tire type: either TYPE A LONG LIFE or TYPE B HIGH GRIP. When you select the Type B tire, you have better control when making turns than the Type A, but they wear out faster.



## Fuel

Select the amount of fuel you have at the beginning of the race. Select from 10 - 200 liters (in increments of 10). The more gasoline you have, the less often you need to stop in the pit for a refill. However, the less gasoline you have, the faster your car accelerates. When finished making your changes, highlight **START** and press the **Confirm Button**. Get ready to tear up the road!

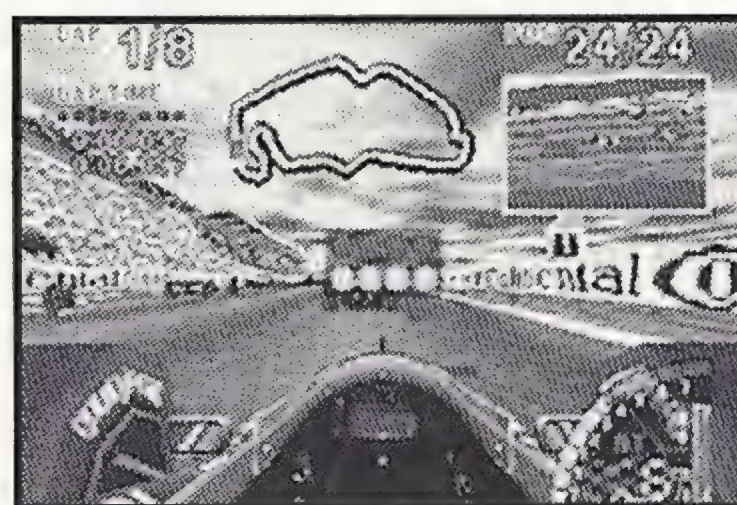




# Game Features

## Driving

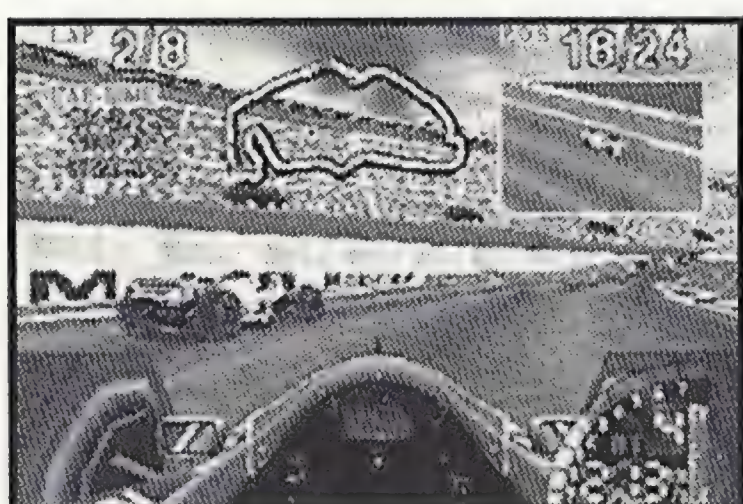
When the green lights are lit, the race begins. Get off to a quick start by holding down **Button B** while the red lights are still lit. Refer to the button functions on pages 4 and 5 for driving your car. These are the default functions. You can change the button functions if desired (see **Key Config.**, page 7).



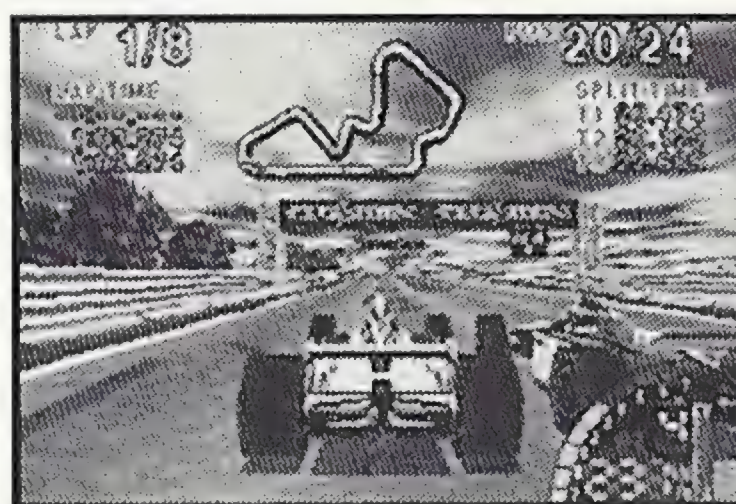
## View Change

There are two views in this game: cockpit and raised rear. Experiment with both to find the one that works best for you. Press **Button X** or **Z** to toggle between views.

### Cockpit View

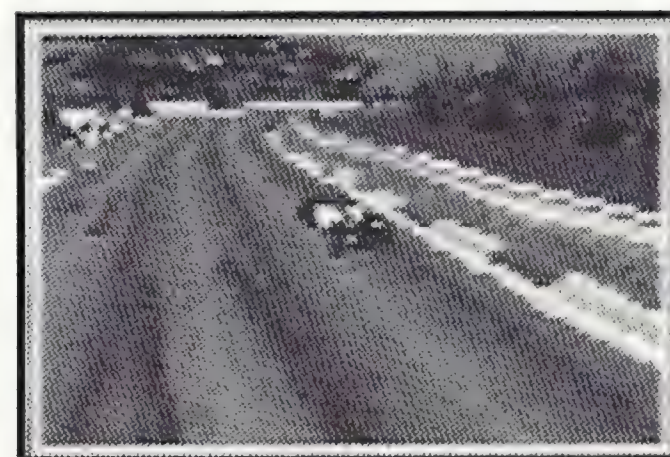


### Raised Rear View



## Rear Mirror

You can catch the action happening behind you with the Rear Mirror. Press **Button Y** to display/remove the window. For *Arcade Mode* only.



## Curves

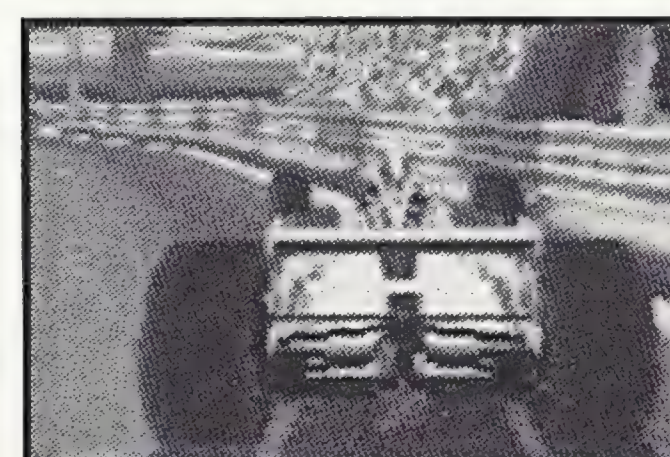
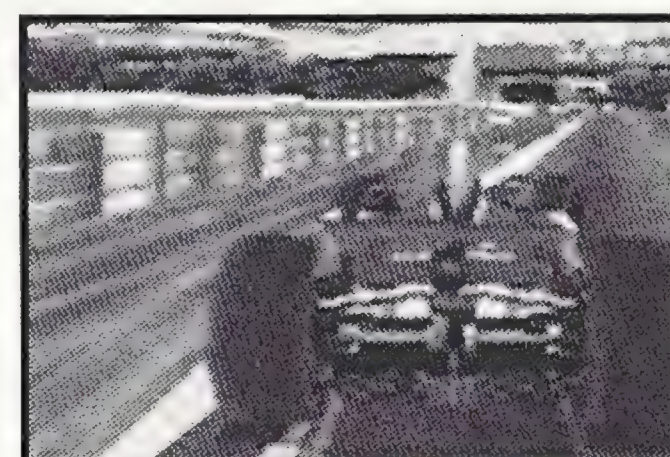
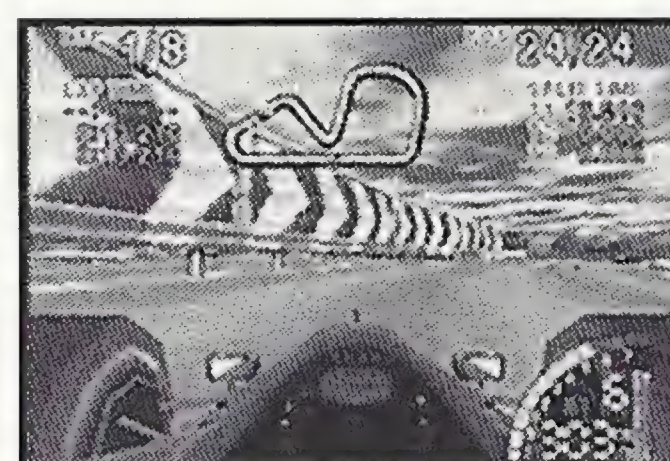
You'll need to learn how to handle curves if you're going to keep your car in good condition and make a good time. Otherwise, you'll collide with the wall and need to visit the pit to keep your car going.

According to the course, curves are highlighted with different colors. Some are highlighted by orange and white guard rails, and the most difficult are highlighted by yellow and black warning signs. Watch for these in the distance and prepare for the turn, otherwise you'll wind up eating rail.

There are several ways you can slow down for a curve:

- Release the button you press to accelerate the car
- Tap the button used for braking
- Downshift (manual transmission only)

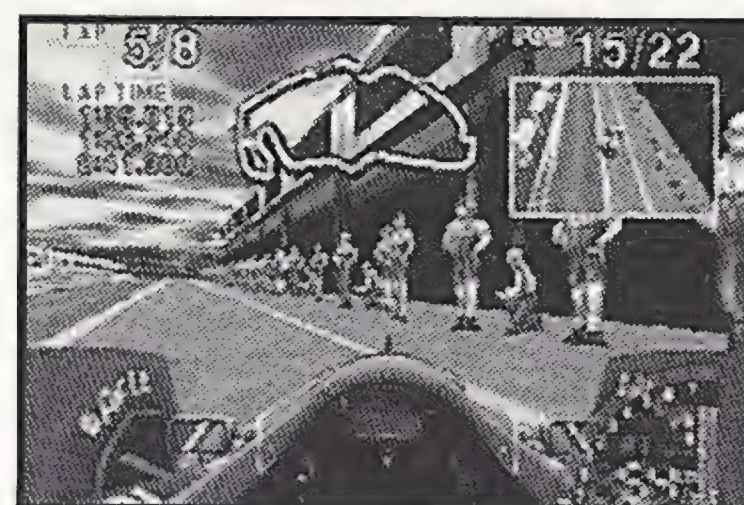
Experiment to find which works best for you. When coming out of the curve, hold down the button used for acceleration for best results.





## The Pit

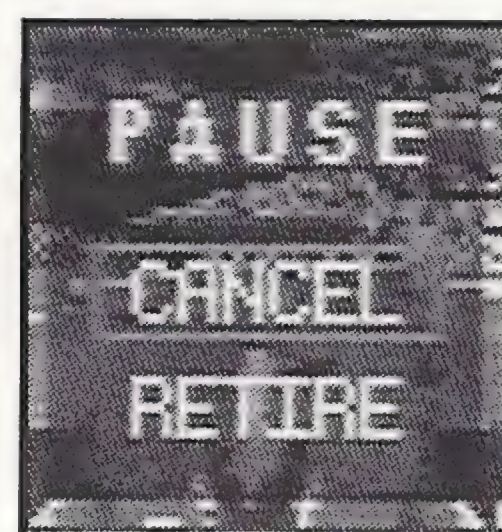
If you collide too much with walls and/or other cars, you'll need to change your damaged tires or you'll start sliding all over the road. The same will happen if you have been racing with TYPE B HIGH GRIP tires for more than a few laps. Time to head for the pit. You should also head for the pit when your fuel is running low. The pit is located on the right side of the track near the start/finish line, either before it or after it (depending on the course).



In the pit, your crew changes the tires and adds fuel to your gas tank. Press the **D-Button** LEFT or RIGHT to select the tire type. Next, press the **D-Button** DOWN to access the fuel indicator. Hold the **D-Button** LEFT or RIGHT until the desired amount of fuel is indicated by the highlighted needle. You cannot remove fuel already in your car. You have 10 seconds to make your choices. Press the **Confirm Button** once you have made your selections. The highlighted selections are automatically chosen if the counter reaches zero.

## Early Retirement

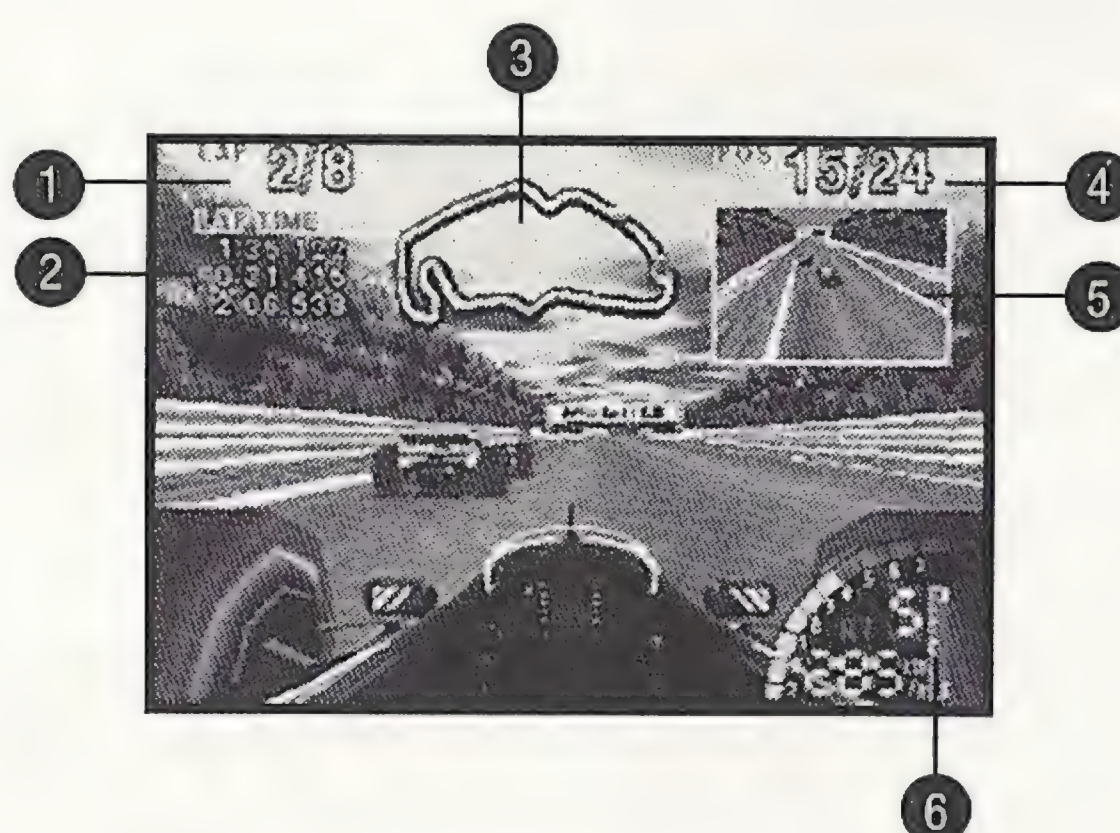
If you want to quit a race, press **Start**. The *Pause* window appears. Highlight **RETIRE** to quit the game, or **CANCEL** to resume the game. Press the **Confirm Button** to make your selection. When you quit a race the game returns to the *Select Course* screen.



## Screen Features

### Arcade Mode

- Lap**  
Shows the number of the current lap.
- Lap Time**  
The times for the current lap (top) and for the race so far (below) are listed. Your fastest lap in the race so far is shown in yellow.
- Course**  
A map of the course.
- Position**  
Your current position in the race.
- Rear Mirror**  
For info on this, see page 9.
- Indicators**  
Your engine's revolutions per minute (rpm), current gear of the car, fuel level (in increments of 10 liters), and speed.





## ***Time Attack Mode***

### **1. Lap Time**

Lists the times for the last 8 laps you have run in the current race.

### **2. Course**

A map of the course.

### **3. Split Time**

The total time and the Split Times for the current lap.  
There is one Split Time for each section of the course.

### **4. Best Time**

Gives the best total lap time and Split Times in your race so far.

### **5. Indicators**

Your engine's revolutions per minute (rpm), current gear of the car, fuel level (in increments of 10 liters), and speed.



## ***Course Descriptions***

### **Neo City Novice**

This is a good course to run when first learning to play. The straightaway is long and the course has very few turns. The greatest challenge of the course is the hairpin turn in the middle of the course.

### **Neo City Advanced**

Several consecutive sharp curves are the highlight of this course. The middle of the course consists of a hairpin turn followed by two sharp turns, the most difficult part of your run.

### **Neo City Expert**

The second half of the Expert course is the same as the Advanced course, but the similarity ends there. A series of hairpin turns and tight curves in the first half guarantees that your driving skills are tested to their limit.

### **Hockenheim**

The course at Hockenheim has several difficult curves. A hairpin turn at the end of the course is the most challenging part. This part of the course is misleading and you'll wind up on the wall if you aren't careful. Take our word for it.

### **Suzuka**

Suzuka is a twisting and winding course. It has everything: a series of sharp turns, a mean hairpin, and a long straightaway towards the end of the track. Make sure you stop in the pit as your tires take a lot of wear and tear.



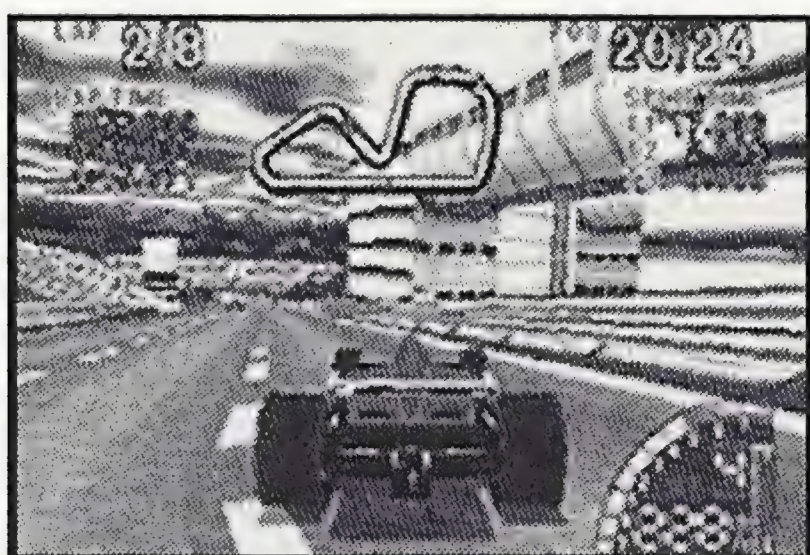
## Monte Carlo

Race through picturesque Monte Carlo. The course is a mix of tight corners and long, uninterrupted stretches. Be aware that cars sometimes “bunch up” around the tight turns, making traffic heavy.

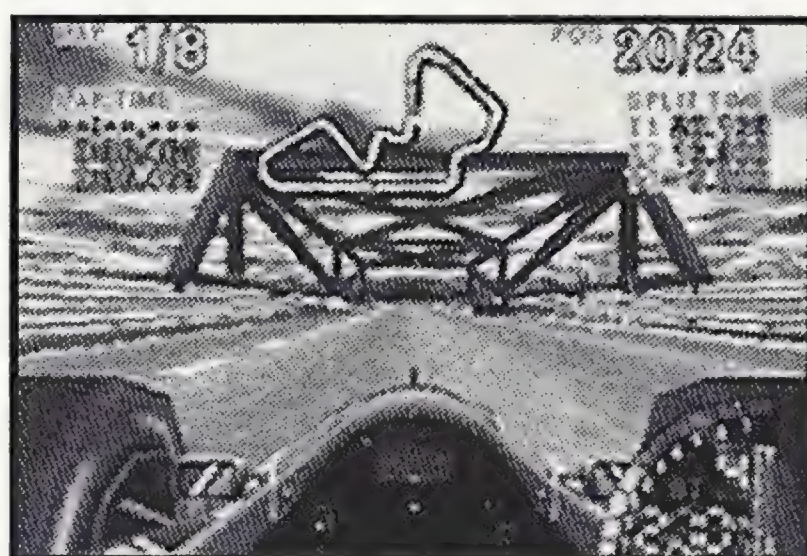
## Game Tips from the Pit

- Use the *Time Attack* mode for practice. You will have no rivals, and plenty of time to perfect your driving.
- Watch computer-controlled cars, especially as they go around curves. They usually run on the best parts of the course.
- Collisions are your greatest enemy. If you continually collide with a certain part of the course, you are guaranteed to lose time and damage your car. Access the *Time Attack* mode and perfect your run!
- Don't worry about slowing down and losing time at the turns—your rivals do it, and unless you want to eat guard rail, take the corners cautiously.

Neo City Novice



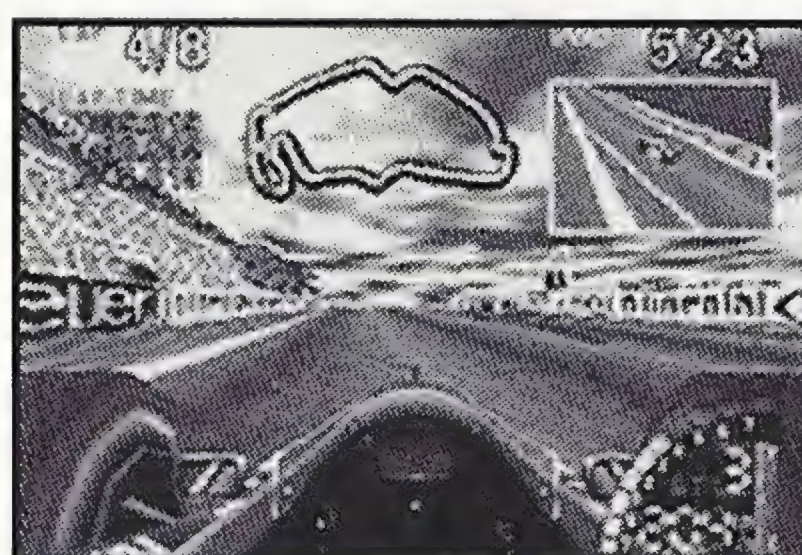
Neo City Advanced



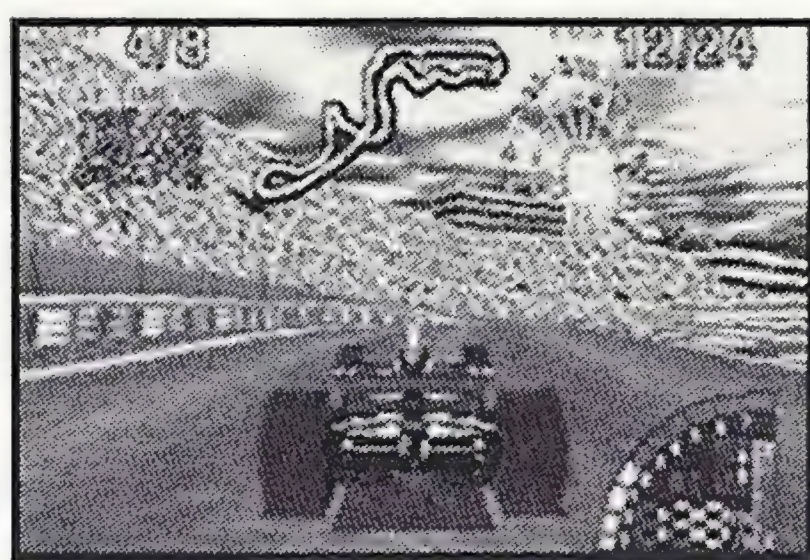
Neo City Expert



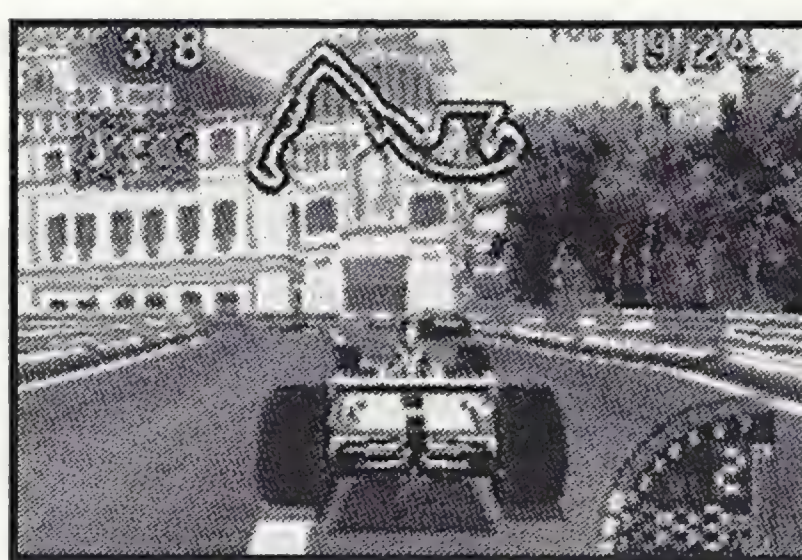
Hockenheim



Suzuka



Monte Carlo





# Credits

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# Trouble-Shooting

## PRODUCT SUPPORT

Thank you for purchasing this Virgin Interactive Entertainment product. To get the most out of your game, take advantage of the following product support:

## VIRGIN INTERACTIVE ENTERTAINMENT'S AUTOMATED SUPPORT SYSTEM

V.I.E. has continued to improve upon its Automated Support System, available 24 hours a day, 7 days a week. Customer service information and answers to common technical problems are available on this system. Simply dial (714) 833-1999 for assistance at any time. A touch-tone phone is required outside of normal business hours. Many solutions can be obtained in less than four minutes with no waiting necessary.

## TECHNICAL SUPPORT

If you need assistance, our technical support team is available to help you. If the answer is not available in our Automated Support System, live technical support representatives are available Monday through Friday from 8 a.m. to 8 p.m. Pacific time at (714) 833-1999. **Please do not attempt walk-in technical support services as we're not equipped (or staffed) to provide such services. In fact, we need you at your machine to help!** Other support service options are listed below.

## FAX SUPPORT

If you have access to a FAX machine, many technical support documents and hint sheets are available for FAXback through our Automated Support System.



You can also FAX requests for technical support to (714) 833-2001. Please include a complete description of the problem you are having. Also, please include a phone number in case we need to contact you for further information.

### **ON-LINE SUPPORT**

For computer users who also own a modem and telecommunications software, V.I.E. has its own eight line support BBS. See below for more information.

### **V.I.E. BBS**

The V.I.E. BBS provides the latest news and information about our products as well as file patches, demos, technical support and hint sheets, if applicable.

To access our BBS, set your telecommunications settings up to 14,400 baud and no parity, 8 data bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305. We have eight lines available to answer your calls. While there is no charge for the use of our BBS, long-distance phone call charges may apply to some callers. Our BBS is available 24 hours a day.

### **INTERNET ACCESS**

Please access V.I.E.'s Worldwide Web site for technical support information and the most up-to-date product information at: <http://www.vie.com>

Other Internet Access Numbers:

Internet Account: [tech\\_support@vie.com](mailto:tech_support@vie.com)

CompuServe: 71000,1513

AOL: viesupport

### **ORDER LINE**

The latest V.I.E. products can be ordered over the phone using your credit card! The toll-free number is (800) 874-4607. This toll-free number is for orders only. If you are unable to call 800 numbers, you can also reach our Order Line by calling (619) 693-1200. The order line FAX number is (619) 530-2225. The International phone order line number is (619) 490-9234.

Please note that the V.I.E. Order Line and Retail Center is not equipped to handle your technical support requests or inquiries. It is a separate, independent facility that is located in another county from the Virgin Interactive Entertainment headquarters. Calling the order line will not expedite your problem handling, and may result in even further delays.

### **HINT INFORMATION**

There are many ways to receive hints for V.I.E. games. Clue Books are available for most major games, and can be found at many software stores or ordered from our direct order line at (800) 874-4607. See above for more details.

V.I.E. also has two automated hint lines, available 24 hours a day. The cost is only \$.75 cents per minute. You must have a touch-tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all V.I.E. products/titles are supported on the hint lines. In the U.S.A., please call (900) 288-4744.

We also have a hint line available for our Canadian customers. The cost is only \$1.25/Canadian per minute. The Canada Hint Line is available at (900) 451-4422. If at any time you have a



problem with either hint line, please call (800) 548-4468. If not answered by a live person, you will be allowed to leave a voice mail message. Follow the directions given.

While free hint sheets are not available for all games, many can be requested through our Automated Support System. If you have a FAX machine, these hint sheets can be FAXed back to you instantly. Hints are available only on the automated system. Please **do not** ask our technical support specialists for hints, as they will be unable to provide them. Just call our Customer Service number at (714) 833-1999, select the option for an "Automated Session," and then select the "Game Hints" option.

You can also mail a request for free hints to Virgin Interactive Entertainment, 18061 Fitch Ave., Irvine, CA, 92714, re: Hint Request. We will address such requests and send hint information if available. These free hints do not include all the information found in our Clue Books, or through our 900 Hint Lines, if applicable.

### **DEFECTIVE DISC REPLACEMENT**

If you have a defective disc, we will replace it without charge within 90 days of purchase. Simply mail in the defective disc(s) with a copy of your receipt in a regular envelope with a letter explaining the problem(s) you encountered, a return address, and the name of your system. Please remember to include your phone number in all correspondence in case we must contact you.

If you do not have the receipt, or if 90 days have passed, please enclose a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Sorry, we do not accept cash or credit cards. Please do not mail your entire game box. If you require a refund for a product, you must return the product to the original place of purchase under any refund and/or exchange policy the store has.

Please return the disc(s) to:

Virgin Interactive Entertainment  
18061 Fitch Ave.  
Irvine, CA 92714  
Attn: Customer Service

**Virgin highly recommends calling technical support before sending your disc(s) back for replacement. Your problem can often be solved right over the phone.**





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